



MALICE

A Hero's Guide for Wannabe Goddesses

MALICE



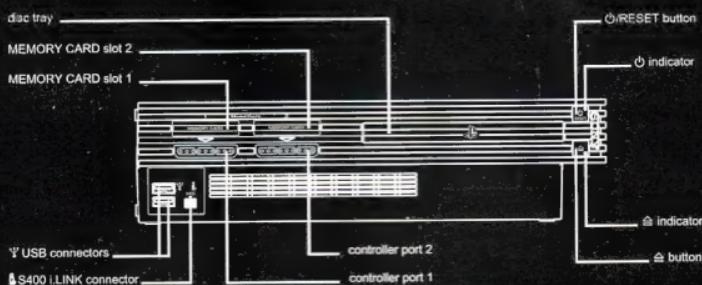
CONTENTS

SETTING UP	2
ANALOG CONTROLLER (DUALSHOCK®2)	4
GAME CONTROLS	5
OUR STORY, NO, REALLY!	6
GETTING STARTED	7
THE METAL GUARDIAN	8
THE POCKETWATCH & JOURNAL	9
ENEMIES	10
MIGHTY WEAPONRY	10
MAGIC	12
CREDITS	16
QUICKSTARTS	18
WARRANTY	20
CUSTOMER SUPPORT	21



MAlice

Setting Up



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate."
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the \textcircled{O} /RESET button. When the \textcircled{O} indicator is green, press the [OPEN] button. The disc tray opens.
4. Place the Malice disc on the disc tray with the label side facing up. Press the $\textcircled{\Delta}$ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

MAJICE



AVOID DAMAGE TO DISCS OR THE DVD DRIVE

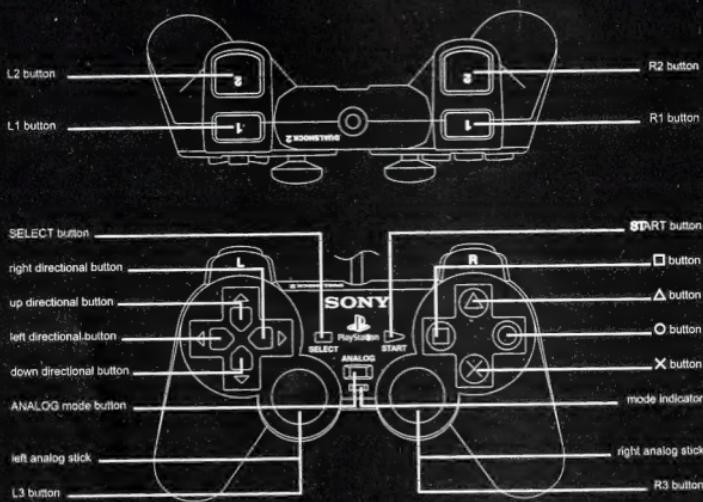
To avoid damage to discs or the DVD drive:

- Insert only PlayStation2-compatible discs into the DVD drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the PlayStation2 console for extended periods when not in use.
- Do not move the PlayStation2 console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.
- When not in use, put the PlayStation2 on standby by pressing and holding the "RESET" button for a few seconds.



MALICE

Analog Controller (DUALSHOCK®2)



1. Insert the Analog Controller (DUALSHOCK®2) into any controller port before boot up.
2. Insert memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before boot up.
3. Follow the on-screen instructions and refer to this manual for more information about using the Controller to play Malice™.

Take Control

Select your preferred language from the language selection screen on boot up.

This title does not support a digital controller.

The Configurations save is autoloaded on boot up.

MALICE



Game Control

Left analog stick

Directional walk/run

Right analog stick

Rotate camera (both 3rd and 1st person views)

R3 button

1st person view (press down on and off)

X

Jump / Double Jump (press twice)

□

Swipe attack (see "Weapons" section later in the manual for more)

△

Action / Use

○

Quake attack (see "Mighty Weapons" section later in the manual for more)

R1

Open PocketWatch to see Journal (see "PocketWatch & Journal" section in the manual for more)

Left/Right/Up/Down

Navigate around the PocketWatch's Journal

R2 + △□×○

Use Magics (see "Magic" section in the manual for more)

L2

Pull camera in behind you

START button

Pause / Restart



MALICE

OUR STORY, NO, REALLY!

As a headless girl stands before Death on the Beach of Souls, in the midst of a pack of zombies, Soul Eaters all around ravage the poor deceased. It is clear, Death wants no part of this strange girl... too much paperwork! For she is Malice, a Temporal-Deity-Paradox who starts our game having just failed to save the world from disaster! Just how did things come to such an end?

To find out, you'll need to travel through an odd universe using the portal of an automated Solar System, built at the heart of a defunct clockwork-ElementOmeter!

As you power up the great machinery thus gaining access to more of this strange universe, you'll have to recover some 'Key' items in order to improve your weapons - the Mace of Clubs, the Clockwork Hammer and the Quantum Tuning Fork, all with their own distinctive powers and attributes.

A word of warning: You may find yourself changed into a kid or a ghost as you unveil more of this universe, and your part to play in all this mayhem. Above all – **KEEP YOUR HEAD !**

Along the way, you'll gain some magical powers that will help with your Quests. Become powerful enough to take on the nuclear wrath of the mind behind this all, the Fuhrer of Fire, the Dog God !

You will fulfill the prophecy and become the Goddess... **MALICE!**



MALICE



Getting started

Having inserted your Malice™ disc successfully, you will be presented with the Main Menu screen. From here you will be able to choose from the following options:

NEW GAME

Start a new game.

LOAD GAME

Load a previously saved game from a memory card (8MB) (for PlayStation®2).

OPTIONS

Adjust the volumes and select vibration on or off. Adjust screen settings and positions. Save/Load configurations to a memory card (8MB) (for PlayStation®2).

A configuration save requires a further 106KB of free space on your memory card (8MB) (for PlayStation®2)

BONUS ITEMS

Try some extra challenges – but only if you can find the means of unlocking them....

SAVING AND LOADING

To save a game, first access the Save Game Menu by pressing the Start (Pause) Button on your Controller DURING PLAY. Then choose to save your game to a memory card (8MB) (for PlayStation®2). It must be inserted in card Slot 1 and contain at least 216kb of free space in order to save the game.

To Load a previously saved game, select Load Game from the Main Menu. Select the memory card (8MB) (for PlayStation®2) where you saved your game. A list of saved files will appear. Select the saved game you wish to return to and press X.

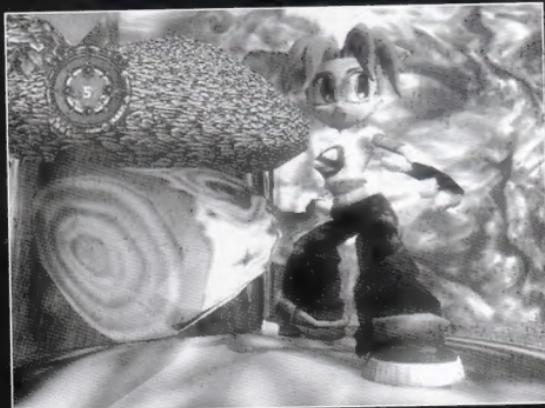


MALICE

The Metal Guardian



Keeper of the Universe, and your friend and guide in this messed up world. He'll help you and will also send you out on a series of Quests that are essential to prevent Dog God from getting his awful way. The Metal Guardian lives in The Orrery – hub of the Universe.



MALICE



The PocketWatch & Journal



A unique device, when in your possession; try not to lose it. With it you will be able to check on your Quests, and on some of the items essential to help you progress.

It will also inform you of your state of health – the number of hearts you have determines how much damage you can take from your enemies or from falling etc. This can be replenished by collecting HEARTS wherever you find them. The maximum hearts that you can hold can be increased by collecting CRYSTAL HEART POTS – every 10 of these that you collect will increase your maximum hearts by one – you should always try to collect these.

The PocketWatch will also show your Mana bar – this blue bar is the amount of Mana you have stored for performing Magics.

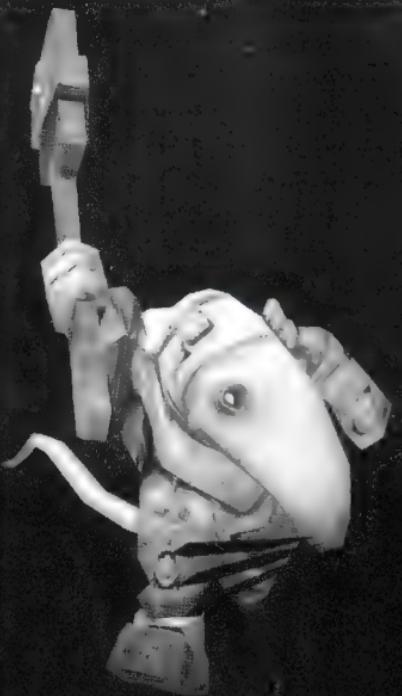
Press the RI to go the Inventory and Journal screen. You will enter the Journal on the screen you viewed last.

MALICE

Enemies

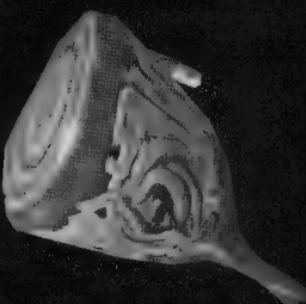
These come in various forms – Dog God's minions who will be met throughout the universe, and some much bigger and meaner allies of Dog God who must be defeated to help your friend, the Metal Guardian. Each have special powers that you must watch out for. Their state of health will also be shown when you fight them.

Sometimes Magic
can help...



Mighty Weaponry

The Mace of Clubs



Given to you by The Metal Guardian of the Orrery, Malice's first weapon proves a most useful start.

Club Slash

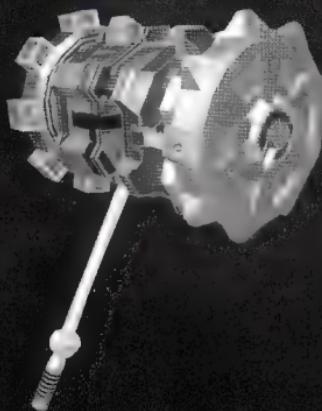
Press the Button for
cutting swipe

Club Quake

Press the Button for a
thumping thwack

MALE

The Clockwork Hammer



A collaboration of computational cogs fire-tuned with Metal. A disproportionately huge armament, can wield a lot of damage on evil adversaries.

Hammer Slash Press the Button for spinning swipe

Hammer Quake Press the Button for a crunching rumble

The Quantum Tuning Fork



The pinnacle of weaponry, fine-tuned with pure quantum physical energy, for apocalyptic battle.

Quantum Slash Press the Button for a deadly swipe.

Quantum Quake Press the Button for an electrifying storm

MALICE

You must collect Mana crystals in order to use Magic - When cast, Magic uses up Mana - watch the blue Magic Bar on your PocketWatch. The greater Magics use more Mana.



MALICE



Magic

A useful weapon in Malice's armoury is Magic. To be learned, entrusted, acquired and generally used when a plain old kick in the butt won't help.

Each Magic is gained by Malice's achievements

Magic requires a combo of buttons - PRESS & HOLD R2 and press the following:

Glide Magic - X button once
useful for reaching the parts others cannot reach...

Weapon Boost Magic - O button once
increased power on swipe and quake for all weapons

Speed Magic - □ button once
run circles around your enemies at double speed

Bullet Shield Magic - Δ button once
protects you against projectiles

Health Magic - X button twice
recover to full Heart's health

Damage Shield Magic - Δ button twice
protects you against ALL attacks

Slow Magic - □ button twice
deal with your enemies as they slow to half speed

Nuke Magic - O button twice
blast every enemy near to you



MALEICE

NOTES

MALICE

NOTES



MAULICE

Argonaut Studios

CEO

Jez San

COO

Joss Ellis

Executive Producer

Peter Jones

Kevin Mullard

ORIGINAL VERSION**Producers**

Andy Pang

Lead Engine Coder

Tom Nettleship

Engine Coders

Alex Clarke

Charles James

Lead Gameplay Coder

Sean Butler

Senior Gameplay**Coder**

Robin Jubber

Gameplay Coders

Mark Colman

Simon Gumble

Alan Yuen

Aubrey Murray

Tools

Tom Nettleship

Simon Jeffries

Lead Animator

Mark Jagger

Senior Animator

Stephen Hales

Animators

Will Braydon

Oliver Smith

Lisa Springett

Eoin Coughlan

Lead Artist

Owen Jenkins

Senior Artists

Tanguy Dewavrin

Aleksandar Ilic

Glen Saberton

Artists

Dave Allsop

Adam Barton

Sue Cole

Concept Art

Dave Allsop

Stephen Hales

Mark Jagger

David Levy

Lead Design

Herman Serrano

Design

Tom Ball

Richard Bunn

Kevin Clarke

Shey Crompton

Mete Djemal

Dave Gumble

Arash Mohebbi

Lead Sound

Justin Scharvona

Sound Programming

Richard Griffiths

Sound Design

Chris Sweetman

Music

Nick Arundel

Karin Griffin

QA Manager

Simon Belton

Lead Tester

Germaine Mendes

Testers

Dominic Andoh

Simon Belton

Carlo Bush

Script

Mark Oswin

Casting/Directing

Phil Morris

Voice Actors

Harper Marshall

Bradley Lavelle

Jay Simon

Dian Perry

Sean Baker

Tom Clarke Hill

With Thanks To...

Phil Bak
Simon Burgin
Richard Burley
Stuart Burns
Alex Champandard
Eoin Coughlan
Alex Cullum
Andy Diey
Jose Doran
Teresa Eddery
John Gay
Lewis Gordon
Carl Graham
June James
Dan Laufer
Tony Lloyd
Michael Michael
Ben Minto
Steve Mortimer
Christophe Moyne
Nick Rodriguez
Alex Rutter

To the memory of Aleksandar Ilic

Evolved Games

Executive Producer

Reto Bodmer

Product Coordination

Anthony Farrell

Graphic Design

Norman Lo

Sales and Marketing

Alex Cook

Legal

Jaimee B. Wolf

THANKS!

MERCI !

DANKE!

GRACIAS!

GRAZIE!

Malice © 2004 Argonaut Games PLC. Distributed under license from Argonaut Games PLC by Evolved Games Ltd. Argonaut and its logo are trademarks of Argonaut Games PLC. All Rights Reserved.



MALICE

Introduktionsvejledning

Når du har isat din Malice™ disk bliver du præsenteret for skærmen med hovedmenuen. Herfra kan du vælge mellem følgende muligheder:

NYT SPIL

Begynd et nyt spil.

INDLÆS SPIL

Indlæs et tidligere gemt spil fra et memory card (8MB) (til PlayStation®2).

VALGMULIGHEDER

Juster lyden og til- eller fravælg vibration. Juster skærmposition og indstillinger. Gem/Indlæs konfigurationer til et memory card (8MB) (til PlayStation®2). En gemt konfiguration kræver yderligere 106KB ledigt plads på dit memory card (8MB) (til PlayStation®2).

BONUSTING

Prøv nogle ekstra udfordringer – hvis du kan finde ud af at låse dem op...

GEMNING OG INDLÆSNING

Gem et spil ved at gå til menuen Gem Spil. Tryk på START tasten på din controller I MENS DU SPILLER. Vælg dernæst at gemme dit spil til et memory card (8MB) (til PlayStation®2). For at spillet kan gemmes skal dit memory card (8MB) (til PlayStation®2) indsættes i MEMORY CARD-slot 1 og indeholde mindst 216KB ledigt plads.

Indlæs et tidligere gemt spil ved at vælge Indlæs Spil i hovedmenuen. Vælg det memory card (8MB) (til PlayStation®2) hvor du gemte dit spil for at se en liste over hvilken filer er gemt på kortet. Vælg det gemte spil som du ønsker at spiller og tryk på x tasten.

venstre analoge pind

Gå/løbe-retning

højre analoge pind

Drej kamera (både tredje- og førstepersons synsvinkel)

R3 tast

Førstepersons synsvinkel (Tryk on og off ned)

X

Hop / Dobbelthop (tryk to gange)

□

Swipe-angreb (se flere detaljer under "Weapons" (våben) i manualen)

△

Handling / Brug

O

Quake-angreb (se flere detaljer under "Mighty Weapons" (superb våben) i manualen)

R1 tast

Åbn PocketWatch for at se Journal (se flere detaljer under "PocketWatch & Journal" (lommeur og journal) i manualen)

Venstre/Højre/Op/Ned

Naviger i PocketWatchs Journalen

R2 tast + △□×○

Brug magi (se flere detaljer under "Magic" (magi) i manualen)

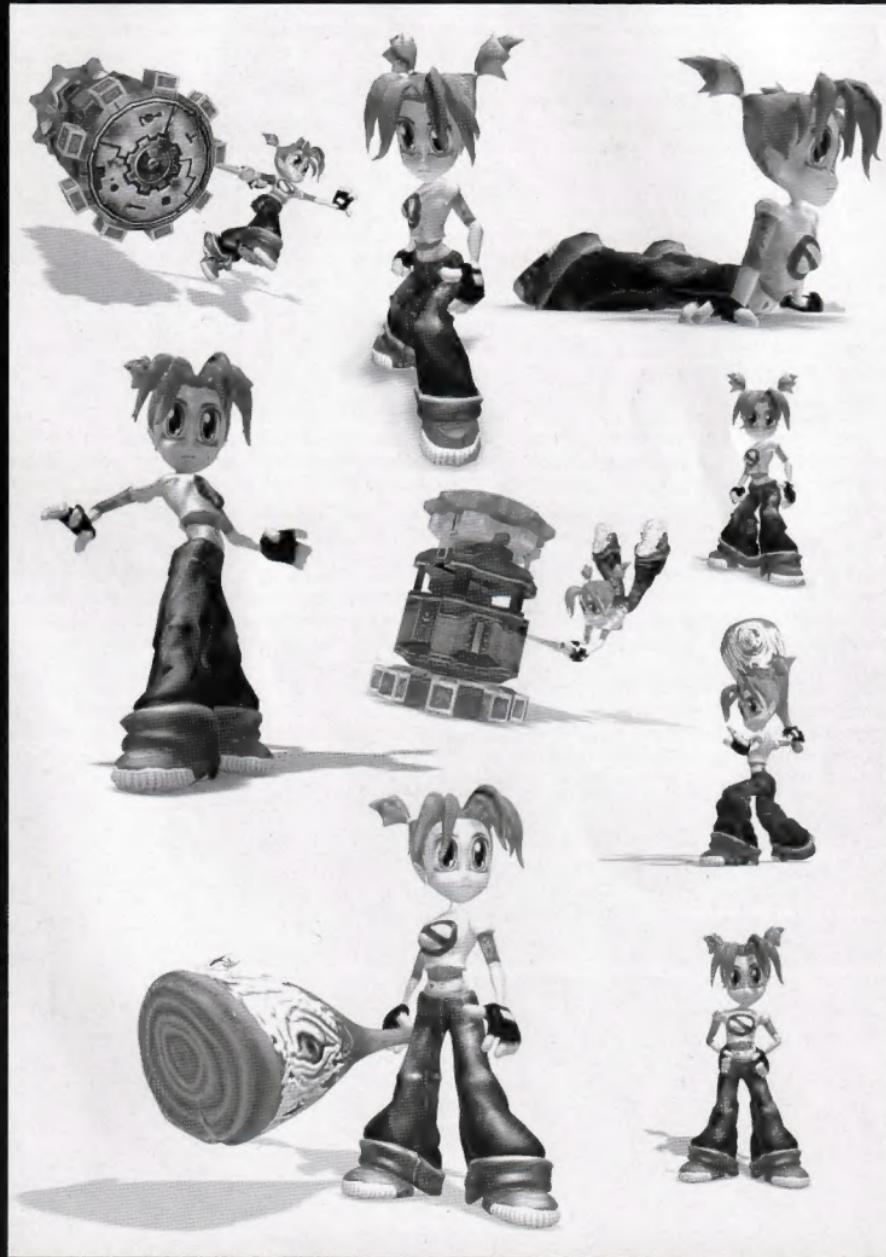
L2 tast

Træk kamera ind bagved dig

START tast

Pause / Genstart

MALICE





MALICE

WARRANTY INFORMATION/CUSTOMER SUPPORT

LIMITED WARRANTY: Evolved warrants to the best of its ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is", without express or implied warranty of any kind, and Evolved is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period Evolved will either repair or replace at Evolved's option, the Product free of charge. In the event that the Product is no longer available, Evolved may in its sole discretion replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Evolved's satisfaction that, the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE: Notify the Evolved Customer Service Department of the problem requiring warranty service via e-mail to techsupport@evolved.com. If the Evolved service technician is unable to solve the problem he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: Evolved Games, 17-18 Great Sutton Street, Clerkenwell, London, EC1V 0DP, U.K.

Evolved is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Evolved (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

WARRANTY LIMITATIONS: This warranty is in lieu of all other warranties and representations. No other warranties or representations or claims of any nature shall be binding on or obligate Evolved. Any applicable implied warranties or representations, including warranties of merchantability and fitness for a particular purpose are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Evolved be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

WARNING: Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

For more information regarding this title, please visit:

<http://www.evolvedgames.com>

For technical support please email techsupport@evolvedgames.com with your questions.



Malice © 2004 Argonaut Games PLC. Distributed under license from Argonaut Games PLC by Evolved Software Ltd. Argonaut and its logo are trademarks of Argonaut Games PLC. All Rights Reserved. Library programs © 1997-2004 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Evolved Games. Developed by Argonaut.

SLES-52413



PlayStation™, "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5060023732314